```
GFXVertex
+ S
+ t
+ k
+ X
+ y
+ Z
+ tx
+ ty
+ tz
+ tw
+ GFXVertex()
+ GFXVertex()
+ GFXVertex()
+ GFXVertex()
+ SetTexCoord()
+ SetNormal()
+ SetVertex()
+ SetTangent()
+ GetVertex()
+ GetConstVertex()
+ GetNormal()
+ GetPosition()
+ GetTangent()
+ GetTangentParity()
```